Chapter # 1: Introduction To Programming

1. A software that facilitates programmers in writing computer programs is known as ....
(A) A compiler (B) An editor **(C) An IDE** (D) A debugger

2. .... is a software that is responsible for the conversion of program files to machine understandable and executable code.
(A) Compiler (B) Editor (C) IDE (D) Debugger

3. Every programming language has some primitive building blocks and follows some grammar rules known as its ....
(A) Programming rules **(B) Syntax** (C) Building blocks (D) Semantic rules

4.A list of words that are predefined and must not be used by the programmer to name his own variables are known as ....
(A) Auto words **(B) Reserved words** (C)Restricted words (D) Predefined words

5. Include statements are written in .... section.
(A) header (B) main (C) Comments (D) print

6. .... are added in the source code to further explain the techniques and algorithms used by the programmer.
(A) Messages (B) Hints **(C) Comments** (D) Explanations

7. .... are the values that do not change during the whole execution of program.
(A) Variables **(B) Constants** (C) Strings (D) Comments

8. A float uses .... bytes of memory.
(A) 3 **(B) 4** (C)5 (D) 6

9. For initializing a variable, we use .... operator.
(A) --> (B) = (C) @ (D) ?

10. .... can be thought of as a container store constant.
(A) box (B) jar **(C) Variable** (D) Collection

11. Computers can help us to solve .... problems.
(A) Easy (B) Tough **(C) Several** (D) Minimum

12. Series of .... are known as a computer program.
(A) Instructions (B) Numbers (C) Digits (D) Commands

13. The process of .... or storing these instructions in the computer is known as computer programming.
(A) Creating (B) Modifying (C) Updating **(D) Feeding**

14. The person who knows how to write a computer .... correctly is known as a programmer.
(A) Summery **(B) Program** (C) Story (D) Article

15. Computers cannot understand ....
(A) Urdu (B) English **(C) Both A & B** (D) 0, 1

16. Example(s) of computer programming language is/are ....
(A) Java (B) C++ (C) C# **(D) All of these**

17. Python is a/an ....
(A) Programming language (B) Common language (C) English word (D) All of these

18. C language was developed by ....
(A) Dennis Ritchie (B) Charles Babbage (C) Both A & B (D) None of these

19. A software that provides a programming environment to facilitate programmers is known as a/an ....
(A) GUI (B) OS **(C) IDE** (D) Mac

20. An IDE has a/an ....
(A) OS **(B) GUI** (C) Mac (D) Window

21. An IDE consists of .... that help a programmer.
(A) Commands (B) Statements (C) Environment **(D) Tools**

22. Name(s) of IDE is/are ....
(A) Visual Studio (B) Xcode (C) Code::Blocks **(D) All of these**

23. A text editor is a .... that allows programmers to write and edit computer programs.
(A) Software (B) Statement (C) Command (D) Screen

24. All IDEs have their own specific ....

(A) Statements (B) Commands (C) **Text editors** (D) All of these

25. Computers only understand and work in .... language.
(A) Assembly (B) **Machine** (C) High level (D) None of these

26. A .... is a software that is responsible for conversion of a computer program language to machine language code.
(A) **Compiler** (B) Syntax (C) Program (D) IDE

27. The set of rules in programming language is known as .... of the language.
(A) Codes (B) Program (C) **Syntax** (D) Compiler

28. Every programming language has a list of words that are ....
(A) Other words (B) Hidden words (C) **Predefined words** (D) Defined

29. Predefined words are known as ....
(A) Reserved words (B) Keywords (C) **Both A & B** (D) None of these

30.Reserved word(s) is/are ....
(A) auto (B) double (C) int (D) **All of these**

31.Reserved word(s) is/are ....
(A) case (B) do (C) **Both A & B** (D) do-it

32. Reserved word(s) is/are ....
(A) volatile (B) union (C) return (D) **All of these**

33. We include header files in our program by writing .... statement at the top of program.
(A) **include** (B) break (C) void (D) main

34. We include file .... that contains information related to input and output functions.
(A) main() (B) math.h (C) **stdio.h** (D) conio.h

35. Every C program must contain a .... function.
(A) stdio.h (B) **main()** (C) conio.h (D) math.h

36. The body of main() is enclosed in the .... braces.
(A) [ ] (B) ( ) (C) { } (D) All of these

37. Each statement ends with a .... symbol.
(A) Colon (B) **Semi colon** (C) Comma (D) Full stop

38. C language is .... sensitive.
(A) Very (B) No (C) Not case (D) **Case**

39. .... are the statements in a program that are ignored by the compiler and do not get executed.
(A) **Comments** (B) Function (C) Braces (D) Integers

40. In C programming, there are .... types of comments.
(A) 1 (B) **2** (C) 3 (D) 4

41. Single-line comment start with ....
(A) .. (B) .* (C) /* (D) //

42. Multi-line comment start with ....
(A) /* (B) // (C) \\ (D) *

43. Multi-line comment end at ....
(A) /* (B) //* (C) */ (D) *//

44. C programming language has a character set that includes ....
(A) Alphabets (B) Digits (C) Special symbols (D) **All of these**

45. .... are the values that cannot be changed by a program.
(A) Functions (B) Variables (C) **Constants** (D) None of these

46. Example(s) of constant is/are ....
(A) 11 (B) 13.9 (C) -5 (D) **All of these**

47. Type(s) of constant is/are ....
(A) Integer constant (B) Real constant (C) Character constant (D) **All of these**

48. Example(s) of integer constant is/are ....
(A) 13 (B) -9 (C)-355 (D) **All of these**

49. Example(s) of real constant is/are ....
(A) **4.5** (B) 666 (C) -87 (D) 0

50. Example(s) of character constant is/are ....
(A) '100' **(B) 'Z'** **(C)** Both A & B **(D)** -60

51. A .... is actually a name given to a memory location, as the data is physically stored the computer's memory.
(A) Constant **(B) Variable** **(C)** Function **(D)** None of these

52. The value of a .... can be changed in a program.
(A) Constant **(B)** Function **(C) Variable** **(D)** All of these

53. Each variable has a unique name called ....
(A) Identifier **(B)** Data type **(C)** Both A & B **(D)** None of these

54. Each variable has a ....
(A) Unique name **(B)** Data type **(C) Both A & B** **(D)** Constant

55. Data type(s) is/are ....
(A) int **(B)** float **(C)** char **(D) All of these**

56. The type int is used to store ....
(A) Integer **(B)** Real **(C)** Character **(D)** All of these

57. The type float is used to store ....
(A) Integer **(B)** Character **(C) Real** **(D)** None of these

58. The type char is used to store ....
(A) Integer **(B)** Real **(C) Character** **(D)** All of these

59. Integer takes up .... bytes of memory
(A) 2 **(B) 4** **(C)** 6 **(D)** 8

60. A signed int can store .... values.
(A) Positive **(B)** Negative **(C) Both A & B** **(D)** None of these

61. An unsigned int can store .... values.
(A) Positive **(B)** Negative **(C)** Both A & B **(D)** None of these

62. char data type takes up just .... byte of memory for storage.
(A) 1 **(B)** 2 **(C)** 3 **(D)** 4

63. A variable name can only contain ....
(A) Alphabets **(B)** Digits **(C)** Underscore _ **(D) All of these**

64. Variable name must begin with a ....
(A) Letter **(B)** An underscore **(C) Either A or B** **(D)** Digit

65. A .... cannot be used as a variable name.
(A) Alphabet **(B) Reserved word** **(C)** Function **(D)** Constant

66. We need to .... a variable before we can use it in the program.
(A) Create **(B)** Modify **(C)** Change **(D) Declare**

67. A variable cannot be declared unless we mention its ....
(A) Name **(B) Data type** **(C)** Length **(D)** All of these

68. After declaring a variable, its data type .... be changed.
(A) Can **(B) Cannot** **(C)** Either can or cannot **(D)** None of these

69. Assigning value to a .... for the first time is called variable initialization.
(A) Variable **(B)** Constant **(C)** Both A & B **(D)** Function

69. .... header file contains all predefined mathematics functions.
(A) main() **(B) math.h** **(C)** stdio.h **(D)** conio.h

Chapter # 2: User Interaction

1. printf is used to print .... type of data.
(A) int **(B)** float **(C)** char **(D) All of them**

2. scanf is a .... in C programming language.
(A) Keyword **(B)** Library **(C) Function** **(D)** None of them

3. getch() is used to take .... as input from user.
(A) int **(B)** float **(C) char** **(D)** All of them

4. Let the following part of code, what will be the value of variable a after execution.

```
int a=4;
float b=2.2;
a=a*b;
```

(A) 8.8 **(B) 8** **(C)** 8.0 **(D)** 8.2

5. Which of the following is a valid line of code?

(A) int = 20; **(B) grade = 'A';** **(C)** line = this is a line; **(D)** None of them

6. Which operator has the highest precedence among the following?

(A) / **(B)** = **(C)** > **(D) !**

7. Which of the following is not a type of operator?

(A) Arithmetic operator **(B)** Relational operator **(C) Check operator** **(D)** Logical operator

8. The operator % is used to calculate ....

(A) Percentage **(B) Remainder** **(C)** Factorial **(D)** Square

9. Which of the following is a valid character?

(A) 'here' **(B)** "a" **(C) '9'** **(D)** None of them

10. What is true about C language?

(A) C is not a case sensitive language **(B)** Keywords can be used as a variable names
(C) All logical operators are binary operators **(D) None of them**

11. A computer is a device that takes .... as input.

(A) Data **(B)** Process **(C)** Information **(D)** None of these

12. All the programming languages must provide .... to handle input.

(A) Functions **(B) Instructions** **(C)** Guidelines **(D)** All of these

13. Each programming language has its keywords or .... for I/O operations.

(A) Variables **(B)** Constants **(C)** Functions **(D) Standard library functions**

14.C language offers .... function to display the output.

(A) printf **(B)** scanf **(C)** getch **(D)** getche

15. C language offers .... function to get input from user.

(A) printf **(B) scanf** **(C)** User defined **(D)** None of these

16. printf is a .... function in C programming language.

(A) Built-in **(B)** User defined **(C)** Both A & B **(D)** Variable

17. printf name comes from ....

(A) Print function **(B)** Print format **(C) Print formatted** **(D)** Printed function

18. .... format specifier is used against int data type.

(A) %a **(B)** %b **(C)** %c **(D) %d**

19. .... format specifier is used against int data type.

(A) %m **(B) %i** **(C)** %f **(D)** %c

20. .... format specifier is used against float data type.

(A) %f **(B)** %d **(C)** %i **(D)** %c

21. .... format specifier is used against char data type.

(A) %d **(B)** %i **(C)** %f **(D) %c**

22. scanf is a .... function in C language.

(A) Built-in **(B)** User defined **(C)** Variable **(D)** Constant

23. There are .... main parts of scanf function.

(A) 1 **(B) 2** **(C)** 3 **(D)** 4

24. We can take .... input(s) using a single scanf function.

(A) 1 **(B)** 2 **(C)** 3 **(D) Multiple**

25. It is a very common mistake to forget .... sign in the scanf function.

(A) % **(B)** ! **(C)** @ **(D) &**

26. Without .... sign, the program gets executed but does not behave as expected.

(A) % **(B) &** **(C)** @ **(D)** $

27. .... function is used to read a character from user.

(A) printf (B) scanf (C) **getch()** (D) None of these

28. To use getch() function, we need to include the library .... in the header section of program.

(A) math.h (B) **conio.h** (C) stdio.h (D) All of these

29. A statement terminator is identifier for compiler which identifies .... of a line.

(A) Start (B) **End** (C) Both A & B (D) None of these

30. In C language .... is used as statement terminator.

(A) Point . (B) Comma , (C) **Semi colon ;** (D) Colon :

31. If we do not end each statement with a .... it results into error.

(A) . (B) % (C) null (D) **;**

32. Escape sequences are used in .... function inside the " and ".

(A) scanf (B) **printf** (C) getch (D) getche

33. Escape sequences consist of .... character(s).

(A) 1 (B) **2** (C) 3 (D) 4

34. The first character of escape sequence is always ....

(A) / (B) \ (C) ! (D) %

35. Sequence .... is used to display single quote (')

(A) \' (B) \\ (C) \a (D) \b

36. Sequence .... is used to display back slash (\ )

(A) \ (B) \a (C) \b (D) \\

37. Sequence .... is used to generate an alert sound.

(A) \ (B) \\ (C) **\a** (D) \b

38. Sequence .... is used to removes previous char.

(A) \ (B) \\ (C) \a (D) **\b**

39. After escape character, ... specifies movement of the cursor to start of the next line.

(A) **n** (B) A (C) b (D) H

40. Escape sequence .... specifies the I/O function of moving to the next tab stop horizontally.

(A) \a (B) \b (C) **\t** (D) \h

41. A tab stop is collection of .... spaces.

(A) 2 (B) 4 (C) 6 (D) **8**

42. Some basic operator types are ....

(A) Assignment operator (B) Arithmetic operator (C) Logical operator (D) **All of these**

43. .... operator is used to assign a value to a variable.

(A) **Assignment** (B) Arithmetic (C) Logical (D) Relational

44. .... is used as assignment operator in C.

(A) % (B) < (C) > (D) =

45. .... is used as arithmetic operator in C.

(A) / (B) > (C) * (D) =

46. .... is used as arithmetic operator in C.

(A) / (B) + (C) < (D) = =

47. .... operator divides the value of left operand by the value of right operand.

(A) Multiplication (B) **Division** (C) Subtraction (D) Modulus

48. .... operator is a binary operator.

(A) Division (B) Addition (C) Multiplication (D) **All of these**

49. .... operator calculates the sum of two operands.

(A) **Addition** (B) Subtraction (C) Multiplication (D) Division

50. The statement a = a + 1; is used to increase the value of a variable by ....

(A) 0 (B) -1 (C) **+1** (D) 2

51. .... operator will subtract right operand from the left operand.

(A) - (B) + (C) * (D) \

52. Modulus operator is ....

(A) / (B) \ (C) % (D) &

53. Modulus operator works on .... data type.

(A) char (B) float (C) **int** (D) None of these

54. .... operators compare two values to determine the relationship between values.

(A) Arithmetic (B) **Relational** (C) Logical (D) Assignment

55. C language allows us to perform relational operators on .... data type.

(A) Numeric (B) char (C) **Both A & B** (D) float

56. .... operator is used as equal to.

(A) = (B) **= =** (C) > (D) !=

57. .... operator is used as Not equal.

(A) **!=** (B) = = (C) < (D) =

58. .... operator is used as greater than equal to.

(A) <= (B) **>=** (C) = = (D) >

59. Relational operators perform operations on two operands and return the result in ....

(A) True (B) False (C) **Both A & B** (D) None of these

60. A true value is represented by ....

(A) 0 (B) **1** (C) -0 (D) -1

61. In C language, ... operator is used to check for equality of two expressions.

(A) = (B) % (C) & (D) **= =**

62. Single .... assigns right operand to the variable on left side.

(A) + (B) < (C) > (D) **=**

63. .... operator is used as a logical AND.

(A) & (B) **&&** (C) || (D) !

64. .... operator is used as a logical OR.

(A) & (B) && (C) **||** (D) !

65. .... operator is used as a logical NOT.

(A) **!** (B) !! (C) || (D) &&

66. The result of the expression False && False is ....

(A) **False** (B) True (C) 0, 1 (D) 1, 0

67. The result of the expression True || False is ....

(A) False (B) **True** (C) 1, 0 (D) 0, 1

68. The result of the expression !(False) is ....

(A) **True** (B) False (C) 0, 1 (D) 1, 0

69. Unary operators are applied over ....

(A) Two operands (B) **One operand** (C) Three operands (D) Multiple operands

70. Binary operators require .... to perform the operation.

(A) One operand (B) **Two operands** (C) Three operands (D) Multiple operands

71. Ternary operator applied on .... operand(s).

(A) 1 (B) 2 (C) **3** (D) 4

Chapter # 3: Conditional Logic

1. Conditional logic helps in ....

(A) **Decisions** (B) Iterations (C) Traversing (D) All

2. .... statements describe the sequence in which statements of the program should be executed.

(A) Loop (B) Conditional (C) Control (D) **All**

3. In if statement, what happens if condition is false?

(A) Program crashes (B) Index out of bound error (C) **Further code executes** (D) All

4. Which of the following statements will execute?

```
int a=5;
if (a<10)
   a++;
else
```

```
if(a>4)
  a--;
```
(A) **a++;** (B) a--; (C) Both A & B (D) None

5. Which of the following is the condition to check a is a factor of c?
(A) a%c==0 (B) **c%a==0** (C) a*c==0 (D) a+c==0

6. A condition can be any .... expression.
(A) Arithmetic (B) Relational (C) Logical **(D) Arithmetic, relational or logical**

7. An if statement inside another if statement is called .... structure.
(A) Nested (B) boxed (C) repeated (D) decomposed

8. A set of multiple instructions enclosed in braces is called a ....
(A) Box (B) list **(C) block** (D) job

9. Sometimes. If the condition is not true then we perform some other task. This is called ....
(A) Conditional logic (B) Condition (C) Expression (D) Variable

10. How many types of control statements are there in C language?
(A) 1 (B) 2 **(C) 3** (D) 4

11. Control statement type(s) is/are ....
(A) Sequential (B) Selection (C) Repetition **(D) All of these**

12. .... control is the default control structure in C language.
(A) Repetition (B) Selection **(C) Sequential** (D) All of these

13. According to the .... control, all the statements are executed in the given sequence.
(A) Sequential (B) Selection (C) Repetition (D) All of these

14. The statement which help us to decide which statements should be executed next, are called .... statements.
(A) Sequential **(B) Selection** (C) Repetition (D) All of these

15. How many type of selection statements are there?
(A) 1 **(B) 2** (C) 3 (D) 4

16. Type(s) of selection statements is/are ....
(A) If statement (B) If-else statement **(C) Both A & B** (D) None of these

17. C language provides .... statement in which we specify a condition, and associate a code to it.
(A) If (B) printf (C) goto (D) scanf

18. if is a ....
(A) Variable (B) Constant **(C) Keyword** (D) None of these

19. Any expression that has a non-zero value, calculates to ....
(A) True (B) False (C) Result (D) Expression

20. The associated code of if statement is any valid C language ....
(A) Set of variables (B) Set of constants (C) Set of functions **(D) Set of statements**

21. To associate more than one statements to an if statement, then need to be enclosed inside a ....block.
(A) ( ) **(B) { }** (C) [ ] (D) Any of these

22. Properly indent the instructions under if statement using ....
(A) Spacebar (B) Shift **(C) Tab** (D) Enter

23. Associated code of if statement is executed if the condition is ....
(A) False **(B) True** (C) Missing (D) Blocked

24. An if statement may not have an associated .... statement.
(A) else (B) if (C) if-else (D) None of these

25. A set of multiple instructions enclosed in braces is called a ....
(A) Set (B) Block (C) Compound statement **(D) Both B & C**

26. Conditional statements within conditional statements are called .... structure.
(A) Nested (B) Selection **(C) Nested selection** (D) Repetition

27. In compound statements, it is common mistake to omit one or two .... while typing.
(A) Semi colons (B) Colons (C) Functions **(D) Braces**

Chapter # 4: **Data And Repetition**

1. An array is a .... structure.
(A) Loop (B) Control (C) **Data** (D) Conditional
2. Array elements are stored at .... memory locations.
(A) **Contiguous** (B) Scattered (C) Divided (D) one
3. If the size of an array is 100, the range of indexes will be ....
(A) **0-99** (B) 0-100 (C) 1-100 (D) 2-2012
4. .... structure allows repetition of a set of instructions.
(A) **Loop** (B) Conditional (C) Control (D) Data
5. .... is the unique identifier, used to refer to the array.
(A) Data type (B) **Array name** (C) Array size (D) None
6. Array can be initialized .... declaration.
(A) At the time of (B) After (C) Before (D) **Both A & B**
7. Using loops inside loops is called .... loops.
(A) For (B) While (C) Do-while (D) **Nested**
8. .... part of for loop is executed first.
(A) Condition (B) Body (C) **Initialization** (D) Increment / decrement
9. .... make it easier to read and write values in array.
(A) **Loops** (B) Conditions (C) Expressions (D) Functions
10. To initialize the array in a single statement, initialize it .... declaration.
(A) **At the time of** (B) After (C) Before (D) Both A & B
11. .... is a container to store collection of data items in a specific layout.
(A) Data (B) **Data structure** (C) Database (D) Program
12. .... is a data structure that can hold multiple values of same data type.
(A) **An array** (B) A program (C) Statement (D) Function
13. An important property of array is that it stores all the values at consecutive locations inside the ....
(A) Program (B) Database (C) Array (D) **Computer memory**
14. .... values to an array for the first time, is called array initialization.
(A) Creating (B) Modifying (C) **Assigning** (D) None of these
15. .... can be initialized at the time of its declaration, or later.
(A) An array (B) A variable (C) A constant (D) **Both A & B**
16. We cannot initialize all the elements of array in .... statement(s) after declaration.
(A) **Single** (B) Double (C) Triple (D) Multiple
17. Each element of .... has an index that can be used with the array name.
(A) A variable (B) A constant (C) A function (D) **An array**
18. First element has the index ....
(A) 1 (B) **0** (C) 2 (D) 3
19. We can use .... as array indices.
(A) Array name (B) Constant (C) **Variable** (D) Function
20. If we need to repeat one or more statements, then we use ....
(A) Programs (B) Variables (C) Constants (D) **Loops**
21.C language provides .... kind of loop structures.
(A) 1 (B) 2 (C) **3** (D) 4
22. C language provides .... loop structure(s).
(A) For (B) While (C) Do While (D) **All of these**
23. Always make sure that the .... becomes false at some point.
(A) Loop (B) **Condition** (C) Variable (D) Constant
24. Each run of a loop is called ....
(A) **Iteration** (B) Cycle (C) Movement (D) Both A & C

Chapter # 5: **Functions**

1. Functions could be built-in or ....
(A) Admin defined (B) Server defined **(C) User defined** (D) Both A & C

2. The functions which are available in C standard library are called ....
(A) User defined **(B) Built-in** (C) Recursive (D) Repetitive

3. The values passed to a function are called ....
(A) Bodies (B) Return types (C) Arrays **(D) Arguments**

4. char cd() {return 'a'}. in this function "char" is ....
(A) Body **(B) Return type** (C) Array (D) Arguments

5. The advantages of using functions are ....
(A) Readability (B) Reusability (C) Easy debugging **(D) All**

6. If there are three return statements in the function body, ... of them will be executed.
(A) One (B) Two (C) Three (D) First and last

7. Readability helps to .... the code.
(A) Understand (B) Modify (C) Debug **(D) All**

8. .... means to transfer the control to another function.
(A) Calling (B) Defining (C) Re-writing (D) Including

9. Dividing a big problem into multiple smaller parts and then try to solve each part is called ....
(A) Dividing problem **(B) Divide and conquer** (C) Conquer rule (D) Solution

10. .... is a block of statements which performs a particular task.
(A) A variable (B) A constant **(C) A function** (D) A loop

11. printf is a .... that is used to display anything on computer screen.
(A) Variable (B) Constant **(C) Function** (D) Array

12. scanf is a .... that is used to take input from the user.
(A) Function (B) Variable (C) Program (D) Constant

13. Types of functions are ....
(A) 2 (B) 3 (C) 4 (D) 5

14. Type(s) of function is/are ....
(A) Built-in function (B) User defined function **(C) Both A & B** (D) Array

15. The example(s) of built-in function is/are ....
(A) printf (B) scanf **(C) Both A & B** (D) Loop

16. The functions which are defined by a programmer are called .... functions.
(A) Built-in **(B) User defined** (C) Both A & B (D) None of these

17. Advantage(s) of functions ....
(A) Reusability (B) Separation of tasks (C) Readability **(D) All of these**

18. A .... is a block of statements that gets some inputs and provides some outputs.
(A) Function (B) Statement (C) Return value (D) Function signature

19. Inputs of a function are called .... of the function.
(A) Function **(B) Parameters** (C) Return value (D) Function signature

20. Output of the function is called its ....
(A) Function (B) Parameters **(C) Return value** (D) Function signature

21. A function can have multiple parameters, but it cannot return more than .... values.
(A) 1 (B) 2 (C) 3 (D) 4

22. .... is used to defined the inputs and output of a function.
(A) Parameters (B) Return value (C) Function **(D) Function signature**

23. A function that takes an integer as input and returns its square ....
(A) int square (int); (B) float area (float); (C) int isVowel (char); (D) int largest (int, int, int);

24. A function that takes radius of a circle as input and returns the area of circle ....
(A) int square (int); (B) int isVowel (char); **(C) float area (float);** (D) int largest (int, int, int);

25. Body of the function is the set of ....
(A) Functions **(B) Statements** (C) Parameters (D) All of these

26. Just after the function's signature, the set of statements enclosed inside .... form the body of the function.
(A) ( ) (B) { } (C) [ ] (D) < >

27. A function cannot return more than .... value(s).
(A) **1** (B) 2 (C) 3 (D) 4

28. There may be .... return statement(s) in a function.
(A) 1 (B) 2 (C) 3 (D) **Multiple**

29. We can see that the program starts its execution from .... function.
(A) void() (B) **main()** (C) printf (D) scanf

30. The values passed to the function are called ....
(A) Statement (B) Function (C) Return value (D) **Arguments**

31. Variables in the function definition that receive these values are called .... of the function.
(A) **Parameters** (B) Statements (C) Arguments (D) Functions

32. It is not necessary to pass the .... with same names to the function as the names of the parameters.
(A) Constants (B) Functions (C) **Variables** (D) Parameters